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U.S. Application No.

09/471,689

Kelvin E. Booker
Patent Examiner, Art Unit 2121
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Schedule
Narrative Intelligence Symposium
AAAI 1999 Fall Symposium Series

Friday, November 5

9:00 - 10:30 am **Introductory Session**

Chairs: Phoebe Sengers and Michael Mateas

Introduction to NI Symposium

Michael Mateas[1] and Phoebe Sengers[2]

[1]Dept. of Computer Science
Carnegie Mellon University

[2]Media Arts Research Studies
Institut fuer Medienkommunikation, GMD

Thematic Talk: What is Narrative?

A Brief Overview of the Narrative Intelligence Reading Group

Marc Davis[1] and Michael Travers[2]

[1]Amova.com

[2]Afferent Systems, Inc.

10:30 - 11:00 am **Break**

11:00 - 12:30 pm **Panel Session: What is Narrative?**

Session Chair: Phoebe Sengers

Understanding Narrative is Like Observing Agents

Guido Boella, Rossana Damiano, and Leonardo Lesmo
Dipartimento di Informatica
Universita' di Torino

Spatial Cognition in Natural-Language Narratives

David Herman
Department of English
North Carolina State University

Social Dynamics of Storytelling: Implications for Story-Base Design

Deborah Lawrence and John Thomas
IBM, Thomas J. Watson Research

Stories and Social Networks

Warren Sack
MIT Media Laboratory

Narrative Theories as Contextual Constraints for Agent Interaction

John F. Meech
Institute for Information Technology
National Research Council, Canada

12:30 - 2:00 pm **Lunch**

2:00 - 3:30 pm **Thematic talks:**
Supporting Human Narrative Intelligence
Narrative Agents

Session Chair: Kerstin Dautenhahn

Thematic Talk: Supporting Human Narrative Intelligence
Narrative Construction Kits: "Who am I? Who are you? What are we?"
Marina Umaschi Bers
MIT Media Laboratory

Thematic Talk: Narrative Agents
Virtual Babyz: Believable Agents with Narrative Intelligence
Andrew Stern
PF Magic / Mindscape

3:30 - 4:00 pm **Break**

4:00 - 5:30 pm **Panel Session: Supporting Human Narrative Intelligence**

Session Chair: Phoebe Sengers

The Lemur's Tale --- Story-telling in Primates and Other SociallyIntelligent Agents
Kerstin Dautenhahn
University of Reading, UK

AGNETA & FRIDA: A Narrative Experience of the Web?
Per Persson
Swedish Institute of Computer Science (SICS)

The Victorian Laptop: Narrative Engagement through Place and Time
Justine Cassell and Jennifer Smith
MIT Media Laboratory

Towards Narrative-Centered Learning Environments
Bradford W. Mott, Charles B. Callaway, Luke S. Zettlemoyer, Seung Y. Lee, and James C. Lester
Multimedia LaboratoryDepartment of Computer Science
North Carolina State University

6:00 - 7:00 pm **Reception**

Saturday, November 6

9:00 - 10:30 am **Panel Session: Narrative and Agents**

Session Chair: James Lester

Narrative in Virtual Environments - Towards Emergent Narrative
Ruth Aylett
Centre for Virtual Environments
University of Salford

Small Talk and Conversational Storytelling in Embodied Conversational Interface Agents
Timothy Bickmore and Justine Cassell
MIT Media Laboratory

Touring Machines: Guide Agents for Sharing Stories about Digital Places
Katherine Isbister[1] and Patrick Doyle[2]
[1]Open Laboratory
NTT Communication Science Laboratories
[2]Knowledge Systems Lab
Stanford University

Narrative for Artifacts: Transcending Context and Self
Chrystopher Nehaniv
Interactive Systems Engineering
University of Hertfordshire

10:30 - 11:00 am **Break**

11:00 - 12:30 pm **Thematic talks:**
Story *is*...
Interactive Storytelling Design

Session Chair: Clark Elliott

Thematic talk: Story *is*...
BRUTUS and the Narrational Case Against Church's Thesis
Selmer Bringsjord[1] and Dave Ferrucci[2]
[1]Department of Phil., Psych., & Cognitive Science
Department of Computer Science
Rensselaer Polytechnic Institute
[2]T.J. Watson Research Center
IBM

Thematic talk: Interactive Storytelling Design
Assumptions Underlying the Erasmatron InteractiveStorytelling Engine
Chris Crawford
Erasmatazz

12:30 - 2:00 pm **Lunch**

2:00 - 3:30 pm **Panel Session: Interactive Storytelling Design**

Session Chair: Michael Mateas

Once Upon a Time
Isabel Machado[1], Carlos Martinho[2], and Ana Paiva[2]
[1]University of Leeds and INESC

[2]IST-Technical University of Lisbon and INESC

The Dr. K--- Project
Brandon Rickman

The Rise and Fall of Black Velvet Flag: An "Intelligent" System for Youth Culture Documentary
Sheldon Schiffer
Department of Communication
Georgia State University

The Chorus as Internalized Objects (html) (pdf)
Carol Strohecker
Mitsubischi Electric Research Laboratory (MERL)

3:30 - 4:00 pm **Break**

4:00 - 5:30 pm **Session: Terminal Time Performance**

6:00 - 7:30 pm **Plenary Session**

Sunday, November 7

9:00 - 10:30 am **Demo Session**

Session Chair: Chrystopher Nehaniv

10:30 - 11:00 am **Break**

11:00 - 12:30 pm **Session: Story *is*...**

Session Chair: Michael Mateas

A Declarative Model for Simple Narrative
R. Raymond Lang
Computer Science Department
Xavier University

How to Tell a Logical Story (zipped pdf) (pdf)
Michael Schroeder
City University, London

Interactive Drama on Computer: Beyond Linear Narrative
Nicolas Szilas

Searching for Storiness: Story-Generation from a Reader's Perspective
Paul Bailey
Division of Informatics
University of Edinburgh

Notes on the Use of Plan Structures in the Creation of Interactive Plot
R. Michael Young
Department of Computer Science

North Carolina State University

CiteSeer Find: story generation Documents Citations

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17 documents found. **Order: citations weighted by year.**

Interactive drama on computer : beyond linear narrative - Szilas (1999) (Correct) (2 citations)
psychological, or social reasoning. **Story generation** Claude Bremond (Bremond 1974) extended the
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/Szilas.pdf

Narrative Intelligence - Mateas, Sengers (1998) (Correct) (3 citations)
system PAM (Wilensky 1981) and the **story-generation** system TAIL-SPIN (Meehan 1977) both
properties can then be used as a basis for **story-generation** or understanding systems. For example,
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/MateasSengers.pdf

Dragon's Tracking and Detection Systems for the TDT2000.. - Yamron Knecht Van (2000) (Correct) (1 citation)
defining a topic, a statistical model of **story generation** within that topic. Such a model can be used
www.nist.gov/speech/tests/tdt/research_links/../tdt2000/Papers-n-slides/Dragon-paper/Nist2000paper.ps

Statistical Models for Tracking and Detection - Yamron Gillick Knecht (2000) (Correct) (1 citation)
for a given topic, a statistical model of **story generation** within that topic. Such a model can be used
www.nist.gov/speech/tests/tdt/research_links/../tdt99/papers/dragon.ps

Searching for Storiness: Story-Generation from a Reader's.. - Bailey (1999) (Correct) (1 citation)
Searching for Storiness: **Story-Generation** from a Reader's Perspective Paul Bailey
Previous work in the field of automatic **story-generation** has largely neglected reader-response as an
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/Bailey.pdf

Sex, Lies, and Video Games: an Interactive Storytelling Prototype - Charles, Mead (2002) (Correct)
which constitutes a good test case for **story generation** and interaction. Several roles are defined
to be played in the virtual environment. **Story Generation Story generation** is the result of the
be played in the virtual environment. **Story Generation Story generation** is the result of the dynamic
www.aigames.org/papers2002/MCavazza02.pdf

Narrative Prose Generation - Charles Callaway Department (2000) (Correct)
27695-8206 USA lester@csc.ncsu.edu Abstract **Story generation** is experiencing a revival, despite
Despite extensive research in the fields of **story generation** and natural language generation,
www.csc.ncsu.edu/eos/users/l/lester/Public/npg-ijcai01.pdf

Story Generation and Aviation Incident Representation.. - Peter Clark Knowledge (Correct)
Story Generation and Aviation Incident Representation:
This working note discusses the topic of **story generation**, with a view to identifying the knowledge
www.cs.utexas.edu/users/pclark/working_notes/014.ps.Z

A Morphological Approach to Interactive Storytelling - Grasbon, Braun (2001) (Correct)
of action. Crawford does not believe in **story generation** through algorithms and therefore plans for
one of the fundamental approaches to **story generation**. Since our goal is not **story generation**,
netzspannung.org/cast01/proceedings/pdfs/PDFs_by_Name/Grasbon.pdf

Towards A Computational Model of Poetry Generation - Manurung, Ritchie, Thompson (2000) (Correct)
devoted towards creative language such as **story generation**, poetry writing has not been afforded the
approximate generation in Nicolov (1998)**Story generation** issues such as narrative structure and
www.dai.ed.ac.uk/homes/graeme/papers/aisb00_poetry.pdf

Realtime Constraint-Based Cinematography for Complex.. - Bares.. (1998) (Correct)
#ction systems. While natural language **story generation** has been a goal of AI for more than two
www.cacs.louisiana.edu/faculty/../labs/Multimedia/IAAI98.PDF

Computer-Supported Inferential Analysis Under Data Overload - Patterson (1999) (Correct)
selection, conflict resolution, and **story generation**. Information was selected from the
csel.eng.ohio-state.edu/cta_chi.pdf

BRUTUS and the Narrational Cas[redacted]gainst Church's Thesis.. - Bringsjord, Fer[redacted] (Correct)
us (Bringsjord) thought that he would "crack" **story generation** this way: figure out what makes a story
Structure Expansion Story Outline Language **Generation Story** Figure 4: Brutus: A Composite Architecture
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/BringsjordFerrucci.pdf

Aspects of Natural Language Generation - Stent (1998) (Correct)
of NLG technology include [113]ffl **story generation**/narration (e.g. GLINDA [44]ffl
very detailed problems such as explanation **generation or story** telling, and have made many assumptions in
ftp.cs.rochester.edu/pub/papers/ai/98.tr701.Aspects_of_natural_language_generation.ps.gz

Headings, National Library of Medicine. Personal.. - Visual Programming (Correct)
July 1991. Dehn 81] Dehn, Natalie. **Story Generation** after Tale-Spin.In Proceedings of the
ftp.media.mit.edu/pub/asb/papers/electronic-scrapbook/es12.ps

Artificial Intelligence, Story Generation and.. - Selmer Bringsjord.. (1996) (Correct)
Artificial Intelligence, **Story Generation** and Literary Creativity: the State of the
Artificial Intelligence, **Story Generation** and Literary Creativity: the State of the
www.rpi.edu/~brings/PAI/brutus.driver.ps

Integrating Reactivity, Goals, and Emotion in a Broad Agent - Joseph Bates (Correct)
[2]Oz shares some goals with traditional **story generation** systems [18, 16]but adds the significant
www.cs.cmu.edu/Groups/oz/papers/CMU-CS-92-142.ps

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Artificial Intelligence, Sto eneration and Lit rary Creativity: the State of the Art (1996) (Make Corrections)

Selmer Bringsjord, David Ferrucci

View or download:
rpi.edu/~brings/PAI/brutus.driver.ps
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Abstract: o life. In this regard our work conforms to an approach according to which AI systems, at least ambitious AI systems, need to be born, at least in part, out of rigorous philosophizing; and they need to be cultivated with help from on-going philosophical scrutiny. The paradigmatic case of this approach at work is John Pollock's impressive OSCAR project [10]. However, unlike Pollock's plans for OSCAR, we don't intend BRUTUS to be a person; we don't even intend that BRUTUS enjoy any 2 CHAPTER... (Update)

Similar documents (at the sentence level):
5.4%: Computationalism is Dead; Now What? - Response to Fetzer's.. - Bringsjord (1996) (Correct)

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0.4: Chess Isn't Tough Enough: Better Games for Mind-Machine.. - Bringsjord, Lally (Correct)
0.3: A Refutation of Penrose's Gödelian Case Against Artificial.. - Bringsjord, Xiao (2000) (Correct)

BibTeX entry: (Update)

```
@misc{ bringsjord-artificial,
  author = "Selmer Bringsjord and David Ferrucci",
  title = "Artificial Intelligence, Story Generation and Literary Creativity: the
    State of the Art",
  url = "citeseer.nj.nec.com/bringsjord96artificial.html" }
```

Citations (may not include all citations):
28 Minds, Brains and Programs (context) - Searle - 1980
2 Cognitive Structures in Comprehension and Memory of Narrativ.. (context) - Thorndyke - 1977
1 Cognitive Carpenty: a Blueprint for How to Build a Person (context) - Pollock - 1995

Documents on the same site (http://www.rpi.edu/~brings/pai.html):
Animals, Zombanimals, and the Total Turing Test: The.. - Bringsjord, Noel.. (2000) (Correct)
Real Robots and the Missing Thought Experiment in the.. - Bringsjord, Noel (1999) (Correct)

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0.0: Creativity, the Turing Test, and the (Better) Lovelace Test - Bringsjord, Bello, Ferrucci (2000) (Correct)
0.0: Logic and Artificial Intelligence: Divorced, Still.. - Bringsjord, Ferrucci (1997) (Correct)
0.0: Pollock Part I - Bringsjord (1996) (Correct)
0.0: In Defense Of Impenetrable Zombies - Selmer Bringsjord (1995) (Correct)

Similar documents based on text:

0.6: Artificial Intelligence, Story Generation and.. - Selmer Bringsjord.. (1996) (Correct)
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0.1: Self-Organization and Segmentation with Laterally Connected .. - Choe, Miikkulainen (1996) (Correct)
0.1: Context Learning with the Self-Organizing Map - Varsta, Heikkonen, Millan (1997) (Correct)

No related articles found with co-citation.

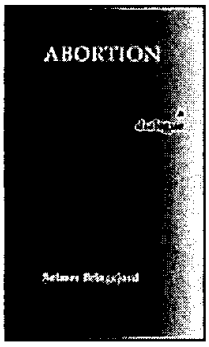
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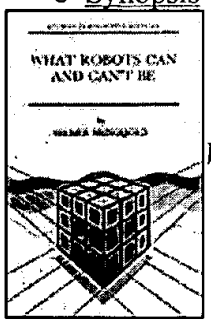
Selected Publications/Presentations

Nonfiction Books || Technical Papers || Technical Presentations || Novels || Opinion Pieces || Letters to the Editor ||

Nonfiction Books

- NEW **AI and Literary Creativity: Inside the Minds of Brutus, A Storytelling Machine**, with David Ferrucci of IBM's T.J. Watson Research. Web Page for the Book.
  Order on-line from Amazon.com Books and and Barnes & Noble

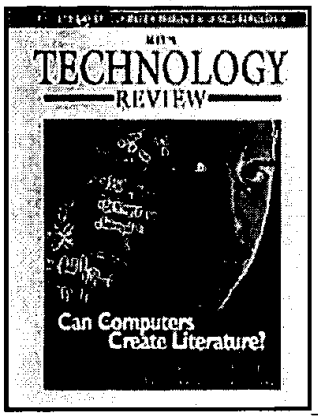


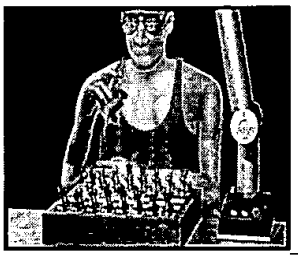
Abortion: A Dialogue, Hackett Publishing Company.
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  - Synopsis
- 

What Robots Can and Can't Be
  - Order on-line from Amazon.com Books and Barnes & Noble
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Technical Papers

- NEW (pdf) "Creativity, the Turing Test, and the (Better) Lovelace Test," forthcoming in *Minds and Machines*.
- NEW "Real Robots and the Missing Thought-Experiment in the Chinese Room Dialectic", in a book on Searle edited by John Preston and Mark Bishop, forthcoming from Oxford University Press.
- NEW "Animals, Zombanimals, and the Total Turing Test: The Essence of Artificial Intelligence," forthcoming in *Journal of Logic, Language and Information*. pdf
- NEW "A Refutation of Penrose's Godelian Case Against Artificial Intelligence," forthcoming in *Journal of Experimental and Theoretical Artificial Intelligence*. pdf
- "In Defense of Logical Minds" (Piaget was right about the development of deductive competence; most of those in the psychology of reasoning are wrong.) Pages 173-78 in Proceedings of the Twentieth Annual Conference of the Cognitive Science Society (Hillsdale, NJ: Lawrence Erlbaum).

- 

"Chess is Too Easy"
- "Eccles-iastical Dualism: Review of Eccles' *Evolution of the Brain: Creation of the Self*" (w/ Joe Daraio).
- "Does AI Need to Concern Itself with Consciousness?" *AISB*.
- My Zombie Portrait/Papers
- "Why Did Evolutionan Engineer Consciousness?" forthcoming in *Evolving Consciousness*, edited by Gregory Mulhauser (w/ Ron Noel).
- Deep Blue vs. Kasparov...
  - Chess Isn't Tough Enough: Better Games for Mind-Machine Competition," to be read at the Deep Blue versus Kasparov workshop at this year's (July 1997) annual meeting of the American Association of Artificial Intelligence. (html || postscript)
  -  Deep Blue versus Kasparov: The Significance for AI (Workshop at AAAI-97.)
  - The Rematch
  - The First Match
- "Cognition is not Computation: The Argument From Irreversibility," ancestor of paper forthcoming in *Synthese*.
  - html
  - postscript
  - dvi
- "Computation, Among Other Things, is Beneath Us," (1995) *Minds and Machines* 4: 469-488 (abstract and key parts only).
- An early draft of Bringsjord, S. and Ferrucci, D. (1998) "Logic and Artificial Intelligence: Still Married, Divorced, Separated...?" *Minds and Machines* **8:** 273-308. (The polished, expanded journal version includes commentary and response.)
  - (.html)
  - (.ps)
  - (.dvi)
- "The Case Against Strong AI From Imagistic Expertise," preprint of a paper that appeared long ago in *The Journal of Theoretical and Experimental Artificial Intelligence*, co-written with Elizabeth Bringsjord.
  - (sit.hqx)
  - (.ps)
- "Could, How Could We Tell If, and Why Should--Androids Have Inner Lives," in *Android Epistemology*, edited by Ken Ford, Clark Glymour, and Pat Hayes. This paper sums up my reasons for rejecting the Turing Test (and other more stringent tests in the same spirit). To get information on this paper, and the book in which it appears, click here.
- "In Defense of Impenetrable Zombies," my response to Moody on zombies in the *Journal of Consciousness Studies*.

  - (.html)
  - (.dvi)
  - (.ps)
- "Searle on the Brink" (Volume 1 of *Psyche*)
- An issue of *Think* on Harnad; contributions from Harnad, Searle, Bringsjord, Fetzer, Hayes, Dietrich, etc.

Technical Presentations

- NEW "Living a (Non-Schizophrenic!) Symbiosis Between Philosophy, Psychology, and Computer Science" presented at the University of Virginia, April 22, 2002. powerpoint slides
- NEW "Is it Possible to Create Dramatically Compelling Interactive Digital Entertainment?" presented at the IT University of Denmark, March 2, 2001. powerpoint slides
- "Can a Computing Machine Be Genuinely Creative?," by Selmer Bringsjord. Slides for a presentation to Exxon Corporation, February 16, 2000.
- "Creativity, the Turing Test, and the (Better) Lovelace Test," by Selmer Bringsjord, Paul Bello, and David Ferrucci. Slides (powerpoint) for the presentation at Turing 2000, at Dartmouth -- where it all (arguably) started.
- "Entrepreneurial IT in the Age of Smart Machines" (symposium as part of Shirley Jackson's inauguration)
  - Slides pdf || html
- "Hard Data in Defense of Logical Minds"
  - Slides pdf || html
- "Scientifically Informative Discovery of (Godel's) Model-Based Mathematical Discovery," MBR'98, December 1998, Milan, Italy.
- "The Impact of Computing on Epistemology: Knowing Godel's Mind Through Computation," Keynote Address for Annual Computing and Philosophy Conference, World Congress of Philosophy, August 13, 1998, Boston, MA.
- "Is Spock's Mind Desirable?" slides
- "Selmer qua Minsky/McCarthy Contra Fetzer," 1997 Annual Computing and Philosophy Conference.
- My paper on Deep Blue vs. Kasparov, presented at AAAI-97, and the primogenitor for "Chess is Too Easy".
- "Computationalism is Dead; Now What?" Response to Jim Fetzer's "Minds Are Not Computers: (Most) Thought Processes Are Not Computational," with response to my response, and to Fetzer as well, from William J. Rapaport. Eighty-eighth Annual Meeting, *Southern Society for Philosophy and Psychology* , Nashville Tennessee, April 5, 1996.
  - .html
  - .dvi
  - .ps
- "How to Explain the Phi Phenomenon Without Dennett's Exotica: Good Ol' Computation Does Just Fine" presented at the 1996 annual Computing and Philosophy Meeting, August, Pittsburgh, PA.
  - .html
  - .dvi
  - .ps
  - Click here to experience phi yourself and register your impressions! (You must be "Java ready.")
- "Dennett vs. Searle on Cognitive Science: It All Boils Down to Zombies, and Searle is Right" postscript was presented at the annual meeting of the American Philosophical Association, December 1994, Boston, MA. This paper has now been developed into "The Zombie Attack on the Computational Conception of Mind," which includes my discussion of responses to the original paper from Dennett, Searle, Harnad, and Robert Van Gulick. Just click to view: .html || .dvi || postscript

Novels

-  *Soft Wars*
  - *Soft Wars* was a top-thirty paperback bestseller in 1991, for which Bringsjord was credited with having predicted the Soviet Union's demise. The novel is still available from Penguin USA, ISBN 0-451-17041-5.
  - Order on-line from Amazon.com Books
  - "Move Over Nostradamus" -- a review of *Soft Wars*
  - "Albany Author of the Year" for *Soft Wars*
  - "Life Imitating Art, and Logic Predicting It" -- story about *Soft Wars* as prophecy

Opinion Pieces

- In Mass-Market Newspapers
  - NEW! "Why Not Shoot??" *LA Times*, March 26, 2001. pdf
  - "Contrarian Planning in the Town of Brunswick" (html || postscript || dvi) (A satirical piece on a local controversy.)
  - "The Idiocy of Incineration I"
  - "The Idiocy of Incineration II"
  - "The Best Place to Live"
- In Publications Generally Internal to Rensselaer Community
  - "In Brief Defense of 4x4"

Letters to the Editor

- "When Does Life Begin?"
- "Academia a Sweatshop?"

Top Level of Bringsjord's Web Site

Selmer Bringsjord / selmer@rpi.edu

The Center for Advanced Computer Studies

Dr. William H. Bares

whbares@cacs.louisiana.edu



Assistant Professor, Computer Science. B.S., Honors Baccalaureate, Computer Science, University of Southwestern Louisiana,1992; M.S., Computer Science, North Carolina State University, 1994;
Ph.D., Computer Science, North Carolina State University, 1998.

For Dr.Bares' Multimedia Lab and Courses web page click here

Dr. Bares' research interests are in the areas of computer graphics, multimedia technology, knowledge-based 3D learning environments, and automated generation of graphical visualizations. His current research explores central issues in the emerging field of intelligent user-sensitive 3D animated visualizations including:

(1) automated camera planners,
(2) user preference and task models for 3D visualizations, and
(3) animated 3D explanation generation.

Automatically planning camera shots in virtual 3D environments requires solving problems similar to those faced by human cinematographers. Each shot must effectively communicate a specified visual message or goal in the context of the given scene. Intelligent automated camera planners would enable users of interactive 3D applications to focus on the task at hand rather than manipulating a camera interface. Current work explores the application of traditional cinematography techniques to computer-generated visualization and animation. These intelligent automated camera systems are being used to implement 3D animated explanation planners which respond to user queries in 3D learning environments.

Developing effective next-generation interactive multimedia learning environments requires involving expertise from the fields of computer science, visual arts, and education. Fittingly, Dr. Bares was a member of the unique multi-disciplinary IntelliMedia Initiative at North Carolina State University and is developing interdisciplinary

Teaching Interests

Teaching interests include computer graphics, computer animation, multimedia technology, and interactive 3D learning environments.

Professional Activities

Auxiliary Reviewer, Fourteenth National Conference on Artificial Intelligence (AAAI-97). Member of AAAI, ACM, and ACM SIGGRAPH

research activities and courses at U
Lafayette.

SELECTED PUBLICATIONS

- W. Bares and J. Lester. "Realtime Generation of Customized 3D Animated Explanations for Knowledge-Based Learning Environments." In AAAI-97: *Proceedings of the Fourteenth National Conference on Artificial Intelligence*, Providence,Rhode Island, 1997,pages 347-354. Download Adobe Acrobat PDF file.
- W. Bares and J. Lester. "Cinematographic User Models for Automated Realtime Camera Control in Dynamic 3DEnvironments." In UM-97: *Proceedings of the Sixth International Conference on User Modeling*, Sardinia, Italy, 1997, pages 215-226.
- W. Bares, L. Zettlemoyer, D. Rodriguez, and J. Lester. "Task-Sensitive Cinematography Interfaces for Interactive 3D Learning Environments." *In IUI-98: Proceedings of the 1998 International Conference on Intelligent User Interfaces*, San Francisco, California, 1998, pages 81-88. Download Adobe Acrobat PDF file.
- W. Bares, L. Zettlemoyer, and J. Lester. "Habitable 3D Learning Environments for Situated Learning." *In ITS-98: Proceedings of the Fourth International Conference on Intelligent Tutoring Systems*, San Antonio, Texas, 1998, pages 76-85. Download Adobe Acrobat PDF file.
- W. Bares, J. Grégoire, and J. Lester. "Realtime Constraint-based Cinematography for Complex Interactive 3D Worlds." *In IAAI-98: Proceedings of the Tenth Conference on Innovative Applications of Artificial Intelligence*, Madison,Wisconsin, pages 1101-1106. Download Adobe Acrobat PDF file.
- W. Bares, and J. Lester. "Intelligent Multi-Shot Visualization Interfaces for Dynamic 3D Worlds." *In IUI-99: Proceedings of the 1999 International Conference on Intelligent User Interfaces*, Los Angeles, California, 1999, pages 119-126. Download Adobe Acrobat PDF file.
- W. Bares and J. Lester. "Intelligent Multi-Shot 3D Visualization Interfaces." In *Knowledge-Based Systems Journal*, Volume 12, Number 8, December 1999, pages 403-412.

Symposia and Workshops

- W. Bares and J. Lester. "Intelligent 3D Multimedia Interfaces for Immersive Knowledge-Based Learning Environments." *In IJCAI Workshop on Intelligent Multimodal Systems, International Joint Conference on Artificial Intelligence*, Nagoya, Japan, 1997.
- J. Lester, W. Bares, C. Callaway, and S. Towns. "Natural Language Journeys to Interactive 3D Worlds." *Invited talk in Proceedings of the Ninth International Workshop on Natural Language Generation*, Niagra-on-the-Lake, Ontario, Canada, 1998.
- W. Bares, S. Thainimit, S. McDermott, and C. Boudreaux. "A Model for Constraint- based Camera Planning." In *Smart Graphics AAAI 2000 Spring Symposium*, Stanford, California, March 20-22, 2000.

P.O. Box 44330, Conference Center Room 459
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Interactive drama on computer : beyond linear narrative - Szilas (1999) (Correct) (2 citations)
psychological, or social reasoning. **Story generation** Claude Bremond (Bremond 1974) extended the
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/Szilas.pdf

Narrative Intelligence - Mateas, Sengers (1998) (Correct) (3 citations)
system PAM (Wilensky 1981) and the **story-generation** system TAIL-SPIN (Meehan 1977) both
properties can then be used as a basis for **story-generation** or understanding systems. For example,
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/MateasSengers.pdf

Dragon's Tracking and Detection Systems for the TDT2000.. - Yamron Knecht Van (2000) (Correct) (1 citation)
defining a topic, a statistical model of **story generation** within that topic. Such a model can be used
www.nist.gov/speech/tests/tdt/research_links/../tdt2000/Papers-n-slides/Dragon-paper/Nist2000paper.ps

Statistical Models for Tracking and Detection - Yamron Gillick Knecht (2000) (Correct) (1 citation)
for a given topic, a statistical model of **story generation** within that topic. Such a model can be used
www.nist.gov/speech/tests/tdt/research_links/../tdt99/papers/dragon.ps

Searching for Storiness: Story-Generation from a Reader's.. - Bailey (1999) (Correct) (1 citation)
Searching for Storiness: **Story-Generation** from a Reader's Perspective Paul Bailey
Previous work in the field of automatic **story-generation** has largely neglected reader-response as an
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/Bailey.pdf

Sex, Lies, and Video Games: an Interactive Storytelling Prototype - Charles, Mead (2002) (Correct)
which constitutes a good test case for **story generation** and interaction. Several roles are defined
to be played in the virtual environment. **Story Generation Story generation** is the result of the
be played in the virtual environment. **Story Generation Story generation** is the result of the dynamic
www.aigames.org/papers2002/MCavazza02.pdf

Narrative Prose Generation - Charles Callaway Department (2000) (Correct)
27695-8206 USA lester@csc.ncsu.edu Abstract **Story generation** is experiencing a revival, despite
Despite extensive research in the fields of **story generation** and natural language generation,
www.csc.ncsu.edu/eos/users/l/lester/Public/npg-ijcai01.pdf

Story Generation and Aviation Incident Representation.. - Peter Clark Knowledge (Correct)
Story Generation and Aviation Incident Representation:
This working note discusses the topic of **story generation**, with a view to identifying the knowledge
www.cs.utexas.edu/users/pclark/working_notes/014.ps.Z

A Morphological Approach to Interactive Storytelling - Grasbon, Braun (2001) (Correct)
of action. Crawford does not believe in **story generation** through algorithms and therefore plans for
one of the fundamental approaches to **story generation**. Since our goal is not **story generation**,
netzspannung.org/cast01/proceedings/pdfs/PDFs_by_Name/Grasbon.pdf

Towards A Computational Model of Poetry Generation - Manurung, Ritchie, Thompson (2000) (Correct)
devoted towards creative language such as **story generation**, poetry writing has not been afforded the
approximate generation in Nicolov (1998)**Story generation** issues such as narrative structure and
www.dai.ed.ac.uk/homes/graeme/papers/aisb00_poetry.pdf

Realtime Constraint-Based Cinematography for Complex.. - Bares.. (1998) (Correct)
#ction systems. While natural language **story generation** has been a goal of AI for more than two
www.cacs.louisiana.edu/faculty/../labs/Multimedia/IAAI98.PDF

Computer-Supported Inferential Analysis Under Data Overload - Patterson (1999) (Correct)
selection, conflict resolution, and **story generation**. Information was selected from the
csel.eng.ohio-state.edu/cta_chi.pdf

BRUTUS and the Narrational Cas[redacted]gainst Church's Thesis.. - Bringsjord, Fer[redacted]i (Correct)
us (Bringsjord) thought that he would "crack" **story generation** this way: figure out what makes a story
Structure Expansion Story Outline Language **Generation Story** Figure 4: Brutus: A Composite Architecture
www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/BringsjordFerrucci.pdf

Aspects of Natural Language Generation - Stent (1998) (Correct)
of NLG technology include [113]ffl **story generation**/narration (e.g. GLINDA [44]ffl
very detailed problems such as explanation **generation or story** telling, and have made many assumptions in
ftp.cs.rochester.edu/pub/papers/ai/98.tr701.Aspects_of_natural_language_generation.ps.gz

Headings, National Library of Medicine. Personal.. - Visual Programming (Correct)
July 1991. Dehn 81] Dehn, Natalie. **Story Generation** after Tale-Spin.In Proceedings of the
ftp.media.mit.edu/pub/asb/papers/electronic-scrapbook/es12.ps

Artificial Intelligence, Story Generation and.. - Selmer Bringsjord.. (1996) (Correct)
Artificial Intelligence, **Story Generation** and Literary Creativity: the State of the
Artificial Intelligence, **Story Generation** and Literary Creativity: the State of the
www.rpi.edu/~brings/PAI/brutus.driver.ps

Integrating Reactivity, Goals, and Emotion in a Broad Agent - Joseph Bates (Correct)
[2]Oz shares some goals with traditional **story generation** systems [18, 16]but adds the significant
www.cs.cmu.edu/Groups/oz/papers/CMU-CS-92-142.ps

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Karl E. Steiner , Thomas G. Moher
Conference proceedings on Human factors in computing systems June 1992
The Graphic StoryWriter (GSW) is an interactive system that enables its users to create structurally complete stories through the manipulation of graphic objects in a simulated storybook. A rule-based story engine manages character and prop interaction, guides story development, and generates text. Through the simple interface and story writing engine, the Graphic StoryWriter provides an environment for early readers to learn about story structures, to experience the relationship between pi ...

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Brenda Laurel , Joseph Bates , Abbe Don , Rachel Strickland
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Proceedings of the second international conference on Autonomous agents May 1998

4 Session 2C: life-like and believable qualities: Interacting with virtual characters in interactive storytelling 77%
Marc Cavazza , Fred Charles , Steven J. Mead
Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1 July 2002
In recent years, several paradigms have emerged for interactive storytelling. In character-based storytelling, plot generation is based on the behaviour of autonomous characters. In this paper, we describe user interaction in a fully-implemented prototype of an interactive storytelling system. We describe the planning techniques used to control autonomous characters, which derive from HTN planning. The hierarchical task network representing a characters' potential behaviour constitute a target f ...

5 Conference review 77%

Paul Mc Kevitt , Conn M[redacted]hill , Seán Ó Nualláin
intelligence September 2000
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Alfred Spector , David Gifford
Communications of the ACM September 1984
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ACM Computing Surveys (CSUR) September 1982
Volume 14 Issue 3

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Michael Brady
ACM Computing Surveys (CSUR) January 1982
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ACM Computing Surveys (CSUR) December 1969
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M. Slater , J. Howell , A. Steed , D-P. Pertaub , M. Garau
Proceedings of the third international conference on Collaborative virtual environments September 2000

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Gerhard Fischer , Eric Scharff
Conference proceedings on Designing interactive systems : processes, practices, methods, and techniques: processes, practices, methods, and techniques August 2000

One fundamental challenge for the design of the interactive systems of the future is to invent and design environments and cultures in which humans can express themselves and engage in personally meaningful activities. Unfortunately, a large number of new media are designed from a perspective of viewing and treating humans primarily as consumers. The possibility for humans to be and act as designers (in cases in which they desire to do so) should be accessible not only to a small group of ...

47 On the move with a magic thing: role playing in concept design of mobile services and devices 77%

Giulio Iacucci , Kari Kuutti , Mervi Ranta

Conference proceedings on Designing interactive systems : processes, practices, methods, and techniques: processes, practices, methods, and techniques August 2000

Designing concepts for new mobile services and devices, poses several challenges to the design. We consider user participation as a way to address part of the challenges. We show how our effort relates to current and past research. In particular, PD (Participatory Design) has inspired us in developing two participatory techniques. The two techniques are organized around situations either staged or real where users and designers can envision and enact future scenarios: a role-playing game wi ...

48 A scalable location service for geographic ad hoc routing 77%

Jinyang Li , John Jannotti , Douglas S. J. De Couto , David R. Karger , Robert Morris

Proceedings of the sixth annual international conference on Mobile computing and networking August 2000

GLS is a new distributed location service which tracks mobile node locations. GLS combined with geographic forwarding allows the construction of ad hoc mobile networks that scale to a larger number of nodes than possible with previous work. GLS is decentralized and runs on the mobile nodes themselves, requiring no fixed infrastructure. Each mobile node periodically updates a small set of other nodes (its location servers) with its current location. A node sends its position updates to its l ...

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Somnath Ghosh , Margaret Martonosi , Sharad Malik

Proceedings of the 14th international conference on Supercomputing May 2000

Demonstrating our framework on a collection of scientific loop nests, we were able to reduce an average of 84% of cache misses in the optimizable loop nests. This work lays the groundwork for handling a wide range of optimizations through further study of solution patterns in the CME solution table.

54 Book reviews 77%
intelligence April 2000
Volume 11 Issue 1

55 Instrumentation: a multi-science integrated sequence 77%
Herbert Tesser , Hisham Al-Haddad , Gary Anderson
ACM SIGCSE Bulletin , Proceedings of the thirty-first SIGCSE technical symposium on Computer science education March 2000
Volume 32 Issue 1
A new method of teaching traditional concepts of CS1-CS2 is discussed. The new method uses real-time data acquisition, teaming, and interdisciplinary courseware to illustrate basic computer science concepts. We present a series of experiments and the corresponding software engineering elements. These experiments have proved to be motivating for a broad spectrum of students.

56 Engaging girls with computers through software games 77%
Cecilia M. Gorriz , Claudia Medina
Communications of the ACM January 2000
Volume 43 Issue 1

57 Infuse: a tool for automatically managing and coordinating source changes in large systems 77%
Dewayne E. Perry , Gail E. Kaiser
Proceedings of the 15th annual conference on Computer Science February 1987
In current change management tools, the actual changes occur outside the tool. In contrast, Infuse concentrates on the actual change process and provides facilities for both managing and coordinating source changes. Infuse provides facilities for automatically structuring the cooperation among programmers, propagating changes, and determining the consistency of changes, and provides a basis for negotiating the resolution of conflicting changes and for iterating over a set o ...

58 Temporal sequence learning and data reduction for anomaly detection 77%
Terran Lane , Carla E. Brodley
ACM Transactions on Information and System Security (TISSEC) August 1999
Volume 2 Issue 3
The anomaly-detection problem can be formulated as one of learning to characterize the behaviors of an individual, system, or network in terms of temporal sequences of discrete data. We present an approach on the basis of instance-based learning (IBL) techniques. To cast the anomaly-detection task in an IBL framework, we employ an approach that transforms temporal sequences of discrete, unordered observations into a metric space via a similarity measure that encodes intra-attribute depende ...

59 How to select and work with a consultant: a consultant's perspective 77%
Randall P. Sadowski
Proceedings of the 19th conference on Winter simulation December 1987
This paper presents a discussion of the process of selecting and working with a simulation consultant, from the consultant's viewpoint. It is directed towards the new user of simulation services. It outlines and discusses specific issues which should be considered during the selection process and throughout the duration of the project. Helpful hints on the working relationship and examples of results from complete simulation studies are included.

60 The script processing technique in modeling/simulation and its role in the generation of animated computer graphics 77%

Robert E. Sheridan

Proceedings of the 18th conference on Winter simulation December 1986

The script processing method provides the modeler with an extremely powerful technique for developing simulations of force-on-force engagements that are detailed and/or complex in nature. Through the use of the script processing technique, it is possible to simulate the actions and reactions of opposing forces (logically) in parallel on a computer with a single CPU. The cornerstone of this technique is the input script and associated processing software. Many different scenarios and tactics ...

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